HOLO-FISHING

A STARFINDER VIDGAME

By Lucy Clinch

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HOLO-FISHING

A guide to one of the most peaceful and enjoyable vidgame experiences the Pact Worlds has to offer.

Historical Background

Fishing is a staple profession of developing cultures across the universe. Sentient species down the ages have looked to rivers, lakes and oceans in their hunt for food, have competed against one another for the biggest catch or sometimes just simply sought peaceful tranquillity by the water. Although modern conservation efforts and food synthesis techniques mean that most species no longer need to partake in this practice, enterprising vidgame company **Zephyr Games** has brought **Holo-Fishing** to the modern vidgame stage.

Available in both **basic** and **advanced vidgame** forms (*Starfinder Galaxy Exploration Manual* 129), Holo-Fishing is easily accessible to gamers of all ages. The cheaper, portable, basic version is played as a screen-based game, whilst the expensive but far more popular advanced version functions as an augmented reality game that projects a hologram over the nearby surroundings. In both cases, any console controller, stylus or manipulatory accessory can act as a Holo-Fishing rod, the game's main tool, and the simple, addictive game-play unfolds from there, mimicking the practice of catch and release bait fishing.

Notes for GMs and Players

Any character with either of the skills *Profession: Vidgamer* (Intelligence-based) or *Profession: Fisher* (Wisdom-based) may use these skills in place of any of the major skill checks involved in playing Holo-Fishing, as noted in the explanations that follow. Although Holo-Fishing is available for the usual costs associated with a one-time purchase of a vidgame (basic - 10 credits, advanced - 100 credits) and can be downloaded onto any appropriate computer, console or comm unit, many popular tourist locations around the universe may offer temporary passes to play for free. The game also frequently drops its price to ten percent of its usual value as part of various seasonal sales, drawing in large amounts of curious and eager players.

The game itself offers a satisfying progression system and seamless integration to the world around the player, meaning game-play can be made far more engaging by visiting beautiful natural areas or popular Holo-Fishing locations, which can see hundreds of players clustering together for in-game events and competitions. The extensive free DLC that has been released since the game's launch has meant that a character can cast a line in any biome or planet in the universe, and find appropriate aquatic life reeled in to add to their scoreboard. The game even has unique models for the Holo-Fish caught in some of the more hospitable outer planes.

Persistent effort with the game may be rewarded by prestige, an online following among the Holo-Fishing infosphere community, or simply a growing collection of the plushie toys that the game can reward under certain circumstances. Every Holo-Fish gathered also improves the visual design of a character's Holo-Fishing Rod, and characters can select from dozens of skins themed to different species and cultures.

Zephyr Games

Founded by the passionate creative **Zephyrinae** (CG female djinni), the headquarters of Zephyr Games can be found in the metropolis of Trillidiem on the planet Bretheda. The company's firm pro-environmental stance has polarised critics across the Pact Worlds, but Holo-Fishing's peaceful, pro-life message and the endlessly satisfying, re-playable nature of the game is undeniably serving to entertain, educate and inform people of all ages.

The Holo-Fishing Vidgame Experience

The console's controller flares to life in your hand, rapidly forming a hard light hologram in the shape of your familiar Holo-Fishing rod. Across the horizon to the left, both suns are setting, bathing the water before you in shimmering light, glinting like last embers of an ancient forge. You cast your line with a practiced motion, and wait. The wind dances playfully around you, and the glowing line of your Holo-Fishing rod bends slightly as your controller picks up the subtle change in weather.

Suddenly, a twitch, and the hint of a shadow beneath the water! The rod bows, and haptic hardware makes it tug in your hand. With care, and the application of practiced movements, you begin to reel in your catch, which bursts dramatically from the water, catapulted towards you as the energy line fizzles out. You examine your catch, spinning it and inspecting in the air with several hand gestures and seeing the quality of your catch, its impressive size. As the record numbers rack up in the air and are added to your profile, the Holo-Fish gives a playful flop and dives back into the water with a simulated splash. With a contented sigh, you cast your line again, as the suns continue to set.

Whether it is being played in the safety of a bunk on a spacecraft or reclining on the edge of a majestic water-filled crater on a backwater moon, Holo-Fishing is a relaxing, endlessly re-playable vidgame. Any gamer can compare their scores with those of their friends, or the wider online communities of different planetary infospheres, promoting a healthy competitive spirit. The game is also well known for foiling the vast majority of technological or magi-tech cheating devices, using their patented **Angryfish Anti-Cheat** software.

Zephyr Games and their partner companies frequently run highly popular and well publicised gaming competitions. The waters of Absalom Station's Jatembe Park have played host to several well-attended Holo-Fishing tournaments, most of the winners of which have developed successful infosphere followings. Holo-Fishing fans have stated that watching their favourite streamers Holo-Fishing in a calming location and chatting to the viewer shares a sense of peace and companionship, not to mention the interest generated by a streamer visiting an exotic location to seek a particularly rare or unique Holo-Fish.

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How to go Holo-Fishing

Whether it is being played in a moment of peaceful calm, in the background of a quiet conversation or even as the subject of an online vidgame stream, Solo Holo-Fishing is a quick process. It involves two simple dice rolls, both of which add the highest of the listed modifiers below. It should also be noted that a roll of a natural 20 on a d20 does not confer any extra benefit past offering the maximum score the character could currently achieve.

Holo-Fishing Check: 1d20 + the highest of either a character's Dexterity modifier, Wisdom Modifier, Survival Skill, Profession: Vidgamer Skill or Profession: Fisher Skill.

Step 1 - Casting your line

The Holo-Fisher begins the process of Holo-Fishing by rolling their first Holo-Fishing check. This roll represents a character casting their line and then reacting to the eventual bite. The DC of this check is 5. If a character fails to meet this DC, they may attempt the check again at a minus 2 penalty for every time they have failed. The quality of the Holo-Fish the character has hooked is determined by the result of this roll, as seen below in **Table 1-1: Holo-Fish Quality**.

TABLE 1–1: HOLO-FISH QUALITY

ROLL	DESCRIPTION
1-5	A minuscule catch that barely registers on the scoreboards.
6-10	A small but appreciable catch, worth a minor sum of points.
11-15	A respectable catch of a smaller size, worth decent points.
16-20	A good sized medium catch, worth solid points.
21-25	A truly impressive medium catch, worth many points.
26-30	A large catch of quality, worth great points.
31-35	A huge catch of true quality, worth a vast amount of points.
36-40	A staggeringly big catch, worth a small fortune of points.
41-45	A humongous catch, worth a large fortune of points.
46-50+	A legendary catch, fighting for top place on the scoreboard.

Step 2 - Catching a Holo-Fish

The Holo-Fisher concludes the process of Holo-Fishing by rolling a second Holo-Fishing check. This roll represents a character's ability to successfully land their Holo-Fish. The DC of this check is 10. If a character fails to meet this DC, the fish escapes. Additionally, the GM can either roll a d10 and reference **Table 1-2: Random Holo-Fish**, or invent their own description for a catch. The fish is added to the character's catch log, and then returns to the water a few minutes later.

Weather Conditions

If a character is attempting to Holo-Fish in adverse weather, the GM can choose to raise the DC of both Holo-Fishing checks. It is recommended to do this in increments of 5, depending on the difficulty level presented. The GM may also decree that the DC for either step increases independently, to represent situations such as poor visibility or turbulent waters.

Optional - Keeping Score

Any individual who wishes to keep exact records of a character's Holo-Fishing accomplishments can do so by recording the skill check results of both steps, which would describe the quality of their catch (step 1) and the style points earned by their catch (step 2). For even more detailed score-keeping, they may also wish to record the type of Holo-Fish they caught, and the biome and planet they caught it in, which is explored in 'Optional - Biomes & Unusual Catches.' These scores can be compared with those of other players and NPCs, or could be used across a campaign to demonstrate the progress of a character's skill and talent.

TABLE 1–2: RANDOM HOLO-FISH

D10	FISH	IN-GAME DESCRIPTION
1	Inquisitive Isopod	A common catch for a novice, this crustacean is drawn towards motion and light. Surprisingly resilient, they can survive almost anywhere, and breed exceedingly rapidly.
2	Glinting Glider	This fish has tight-knit opalescent scales and beautiful billowing fins that flow like exotic cloth. It also has two clusters of dark little eyes at the end of its rounded head.
3	Dappled Darter	With a distinctive pattern of dappled scales, this fast moving fish is shaped like a tapered projectile, and can move through the water with incredible speed and precision.
4	Hearty Hungerer	Possessed of significant weight, this fish boasts a broad head with a wide mouth and far-spaced eyes, and has a sizable gut to match its voracious feeding habits.
5	Bulbous Bouncer	This timid herbivorous fish is possessed of several specialised, exceedingly elastic sacs that can fill rapidly to inflate to a far greater size, aiding them in deterring predators.
6	Sinuous Sea-Serpent	With an almost dragon-like appearance to its imposing head, this serpent preys on smaller fish that linger the near the surface of the water, snapping them up with its whiskered mouth.
7	Furious Fish-fighter	This mammal can dwell under the water for great lengths of time thanks to extensive lung-capacity, and has six limbs ending in webbed, powerful hands.
8	Munching Menace	A fierce apex predator with huge teeth and trilateral symmetry, this cartilaginous fish threatens to rise to the top of the food chain, and makes quick work of smaller prey.
9	Rippling Ribbon	Swimming in a beautiful corkscrew motion, this three-headed eel is particularly tricky to catch. Each of its heads has a very long jaw, and the collective creature often has many vibrant patterns down its body.
10	Crafty Cephalopod	Widely considered the hardest catch in Holo-Fishing, this mollusc is an expert at wriggling away from a fisher's hook and has multiple eyes ranged up its mantle, and frilled tentacles that can work to rapidly free itself.

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Optional - Biomes & Unusual Catches

Whilst the tables below do not serve to describe specific Holo-Fish, they instead suggest descriptive terms that may be used to modify the summaries given in **Table 1-2: Random Holo-Fish** or the GM's own creations. Thanks to extensive DLCs released for free by Zephyr Games, aquatic fauna found in the common biomes across the Pact Worlds all have their own unique appearances, as seen in **Table 1-3: Biomes**. There are even more unusual aesthetics reserved for Holo-Fish found in select places on atypical planets such as Aballon, Eox and Aucturn, as described in **Table 1-4: Unusual Catches**. Such Holo-Fish and the record of their capture are considered exquisite collectors items, as are their resultant memorabilia. For more information on the physical rewards of Holo-Fishing, see 'Optional - Holo Fishing Rewards.'

TABLE 1–3: BIOMES

BIOME	DESCRIPTION
Airborne	Caught from cloud-stations and airborne platforms, flying Holo-Fish stay aloft with wings or gas bladders.
Aquatic	Holo-Fishing in deep aquatic stations yields bizarre catches boasting beautiful bio-luminescence.
Arctic	These cold-inured catches have highly blubberous or armoured forms, and a more muted colour palette.
Desert	Caught in a sandy ravine or in the waters of an oasis, desert Holo-Fish have a sun-resistant colour palette.
Forest	These Holo-Fish tend to be vibrantly coloured and may have decorative spines or clear toxic defences.
Marsh	Holo-Fish in marshes, bogs and swamps may appear amphibious, and tend to have earthy camouflage.
Mountain	Mountain Holo-Fish tend to be slender and sharp, and have surprisingly beautiful pastel colourations.
Plains	Any Holo-Fish caught in the rivers or streams of the plains are usually agile, slender and playful.
Space	Space Holo-Fish are adapted for a vacuum, with strange sealed carapaces and solar-gathering fins.
Subterranean	Holo-Fish caught deep underground are often pale in colour, and may have larger eyes or no eyes at all.
Urban	There are many different urban Holo-Fish, which are often brand-sponsored and sport familiar colours.
Weird	Those who risk Holo-Fishing in magical areas will find many bizarre, twisted and improbable catches.

TABLE 1–4: UNUSUAL CATCHES

TYPE	DESCRIPTION
Robotic	Robotic Holo-Fish are caught in areas where constructed life dominates, and appear to be synthetic, beautiful replicas of the normal models.
Undead	Appearing as reanimated or zombified versions of the normal models, undead Holo-Fish seem to care little for their fate, and are just as friendly as normal.
Eldritch	Exceedingly hard to locate, eldritch Holo-Fish frequently have too many eyes, tentacles and may even have hypnotically patterned scales.

Optional - Rapid Competitive Holo-Fishing

During a rapid-fire Holo-Fishing competition, a GM may wish to use this simplified rule set. These rules allow for a character (or group of characters) to spend several hours Holo-Fishing, during which hundreds of Holo-Fish will be caught, condensed into a balanced series of rolls.

5 rolls of 1d4 are done by each competitor. These can either be all rolled together to represent a long period of Holo-Fishing, or rolled sequentially and compared with other competitors each time. In either case, at the end, a character adds the highest of their modifiers to their roll of 5d4 to create their final score.

Rapid Competitive Holo-Fishing: 5d4 + the highest of either a character's Dexterity modifier, Wisdom Modifier, Survival Skill, Profession: Vidgamer Skill or Profession: Fisher Skill.

An official tournament highly rewards the highest scoring participants in any competition with a significant amount of upgrade points for the aesthetic of their Holo-Fishing rod, as well as a considerable degree of online prestige, as well as real money prizes in some areas.

Optional - Holo-Fishing Rewards

Any catch in the Holo-Fishing catch log can be replicated in a Holo-Fisher's **Holo-Aquarium**, a decorative Technological item sold by Zephyr Games in three handy sizes, ranging from pocket-sized to wall mounted. The Holo-Aquarium displays a Holo-Fisher's favourite catches peacefully swimming back and forth against a digital backdrop of their choice, creating a compelling and realistic 3D effect. Another highly popular product line is that of the **Holo-Fish Plushie**. Catching ten of the same Holo-Fish (or a Holo-Fish of quality 40 or higher, as per **Table 1-1: Holo-Fish Quality**) unlocks access to the assembly plans for a plushie version of the Holo-Fish in question, which may be constructed using standard equipment in any starship Tech Workshop (Starfinder Core Rulebook 298) or major shopping centre for credits or UPBs.

TABLE 1–5: HOLO-FISHING ACCESSORIES

ITEM	LEVEL	PRICE (IN CREDITS)	BULK
Holo-Aquarium (S)	1	1	-
Holo-Aquarium (M)	1	10	L
Holo-Aquarium (L)	1	100	1
Holo-Fish Plushie	1	5	-

ON THE COVER

Lucy Clinch illustrates a peaceful Holo-Fishing scene taking place on a remote planet; the rod, fish and water splash are all provided by the advanced vidgame, **Holo-Fishing**!

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